

Learning Flash CS6

Module 1 Contents

Chapter 1: Getting Started With Flash

| | |
|---------------------------------|-------------|
| The Flash Start Page | 1-1 |
| The Flash Screen | 1-2 |
| The Flash Workspace | 1-2 |
| The Properties Panel | 1-4 |
| Other Panels | 1-5 |
| The Tools Panel | 1-5 |
| The Timeline Panel..... | 1-6 |
| The Motion Editor Panel..... | 1-7 |
| The Panel Group | 1-7 |
| Rulers, Grids and Guides | 1-9 |
| Rulers | 1-9 |
| Grids..... | 1-10 |
| Guides | 1-11 |
| Using the Drawing Tools..... | 1-13 |
| The Brush Tool..... | 1-14 |
| The Flash Workspace | 1-15 |
| Flash Assignment 1 | 1-16 |

Chapter 2: Drawing Tools

| | |
|--------------------------|------|
| Cookie Cutting..... | 2-1 |
| Selecting Objects | 2-3 |
| The Selection Tool..... | 2-5 |
| Flash Exercise 2-1 | 2-7 |
| Rounded Rectangles | 2-7 |
| The Pencil Tool..... | 2-9 |
| The Brush Tool..... | 2-11 |

| | |
|---|-------------|
| The Ink Bottle and Paint Bucket Tools | 2-13 |
| The Ink Bottle Tool..... | 2-15 |
| The Paint Bucket Tool..... | 2-16 |
| The Eyedropper Tool | 2-16 |
| The Eraser Tool | 2-17 |
| Object Drawing..... | 2-19 |
| Snap to Object..... | 2-21 |
| Flash Assignment 2 | 2-23 |

Chapter 3: Symbols, Libraries and Layers

| | |
|--|-------------|
| Creating a Simple Logo | 3-1 |
| Drawing a Circle | 3-1 |
| Adding a Rectangle..... | 3-2 |
| Placing the Rectangle Over the Circle..... | 3-3 |
| Adding Text to the Logo | 3-4 |
| Duplicating the Logo | 3-6 |
| Using Symbols and the Library Panel..... | 3-9 |
| Creating a Symbol | 3-9 |
| The Library Panel..... | 3-10 |
| Exporting Graphics | 3-13 |
| Layers | 3-14 |
| Importing the Graphics..... | 3-14 |
| Adding the Background to the Stage | 3-15 |
| Adding a Second Layer..... | 3-16 |
| Adding an Image to the Image Layer | 3-17 |
| Adding the Logo | 3-18 |
| Using the Layers..... | 3-19 |
| Changing the Stacking Order..... | 3-19 |
| Turning Layers Off | 3-19 |
| Locking Layers | 3-20 |
| Image Outlines | 3-21 |
| Flash Assignment 3 | 3-22 |

Chapter 4: Motion Tween Animations

| | |
|--|-------------|
| Creating a Motion Tween | 4-1 |
| Setting the Symbol | 4-1 |
| Setting the Motion Tween | 4-2 |
| Understanding the Timeline Panel | 4-4 |
| Adjusting Animations | 4-5 |
| Adjusting the Motion Path..... | 4-6 |
| Rotating Objects | 4-7 |
| Scaling Objects in an Animation | 4-9 |
| Inserting Another Keyframe..... | 4-9 |
| Flash Exercise 4-1 | 4-11 |
| Clearing Property Keyframes..... | 4-11 |
| Adjusting the Duration of the Animation..... | 4-12 |
| Flash Assignment 4 | 4-14 |

Chapter 5: Multiple Object Animations

| | |
|---|------------|
| The Background Layer | 5-1 |
| Setting the Background Layer | 5-1 |
| Locking the Layer | 5-2 |
| The Ball Layer | 5-2 |
| Adding the Background Frames | 5-3 |
| Animating the Ball | 5-4 |
| Drawing the Ball | 5-4 |
| Converting the Circle to a Symbol..... | 5-5 |
| Setting the Motion Tween | 5-5 |
| Creating the Bounce | 5-6 |
| Adjusting the Animation | 5-6 |
| Increasing the Time of the Animation..... | 5-8 |
| Flash Assignment 5 | 5-9 |

Chapter 6: The Motion Editor Panel

| | |
|--------------------------------------|-----|
| Opening the Motion Editor Panel..... | 6-1 |
| Adjusting the Easing..... | 6-2 |
| Creating a Custom Ease | 6-2 |
| Setting the Basic Motion | 6-4 |
| Adjusting the Path | 6-5 |
| Other Adjustments..... | 6-7 |
| Flash Assignment 6..... | 6-9 |

Chapter 7: Other Tweening Types

| | |
|----------------------------------|-------------|
| Shape Tweening | 7-1 |
| Setting the Start Shape..... | 7-1 |
| Setting the End Shape | 7-1 |
| Setting the Shape Tween | 7-3 |
| Adjusting Shapes..... | 7-3 |
| Using Shape Hints | 7-5 |
| Removing Shape Hints..... | 7-7 |
| Reversing the Shape Tween..... | 7-8 |
| Classic Tweening | 7-9 |
| Inserting a Symbol..... | 7-9 |
| Inserting the End Keyframe | 7-10 |
| Setting the Classic Tween | 7-11 |
| Adjusting the Animation..... | 7-12 |
| Flash Assignment 7 | 7-13 |

Chapter 8: Fixed Point Animations

| | |
|---|-------------|
| Loading the Prepared File | 8-1 |
| Adding Layers..... | 8-2 |
| Inserting the Clockface Frames | 8-2 |
| Adding Guides to the Screen..... | 8-3 |
| Animating the Big Hand..... | 8-4 |
| Adding the Symbol to the Animation..... | 8-4 |
| Editing the Big Hand Symbol..... | 8-4 |
| Animating the Big Hand..... | 8-6 |
| Animating the Small Hand..... | 8-7 |
| Inserting the Small Hand Symbol | 8-7 |
| Editing the Small Hand Symbol | 8-7 |
| Creating the Motion Tween | 8-8 |
| Exercise 8-1 | 8-9 |
| Flash Assignment 8 | 8-10 |

Chapter 9: Circular Animations

| | |
|---|-------------|
| Loading the Prepared File | 9-1 |
| Converting the Beetles to Symbols | 9-2 |
| The Red Beetle | 9-2 |
| The Blue Beetle | 9-4 |
| Setting the Background Layer Frames | 9-5 |
| Animating the Red Beetle | 9-5 |
| Setting the Motion Tween | 9-5 |
| Adjusting the Motion Path | 9-6 |
| Orient to Path | 9-9 |
| Animating the Blue Beetle | 9-10 |
| Setting the Motion Tween | 9-10 |
| Adjusting the Motion Paths..... | 9-13 |
| Setting the Orient to Path | 9-14 |
| Copying Frames | 9-14 |
| Stopping the Animation | 9-15 |
| Adjusting the Race..... | 9-17 |
| Flash Assignment 9 | 9-18 |

Chapter 10: Frame By Frame Animations

| | |
|----------------------------------|--------------|
| Drawing an Eyeball..... | 10-1 |
| Adding the Eye Shape | 10-3 |
| Copying the Eye..... | 10-5 |
| Adding Layers..... | 10-6 |
| Animating the Eyelid..... | 10-7 |
| Duplicating the Keyframes | 10-10 |
| Flash Assignment 10 | 10-14 |

Chapter 11: Creating Movie Clips

| | |
|---|------|
| Creating a Movie Clip..... | 11-1 |
| Setting a Movie Clip Symbol..... | 11-1 |
| Drawing the First Position of the Bird..... | 11-2 |
| Drawing the Second Position of the Bird | 11-3 |
| Setting the Third Position of the Bird..... | 11-4 |
| Setting the Fourth Position of the Bird | 11-5 |

| | |
|--|--------------|
| Using the Movie Clip | 11-6 |
| Adjusting the Flight Path..... | 11-7 |
| Adding Another Instance of the Bird..... | 11-8 |
| Instance Names | 11-11 |
| Flash Assignment 11 | 11-12 |

Chapter 12: Creating Buttons

| | |
|--|--------------|
| Creating a Simple Button | 12-1 |
| Setting the Button Symbol..... | 12-1 |
| The Button States..... | 12-2 |
| Testing the Button | 12-4 |
| Adding Text to the Button | 12-5 |
| Other Adjustments..... | 12-6 |
| The Hit Area..... | 12-7 |
| Creating a Button..... | 12-7 |
| Setting the Over and Down States | 12-8 |
| Setting the Hit Area..... | 12-9 |
| Creating a Navigation Bar | 12-11 |
| Loading the Global Page File | 12-11 |
| Adding the Button Layer..... | 12-12 |
| Creating the First Button..... | 12-12 |
| Adding Some Text to the Button..... | 12-13 |
| Setting the Button States | 12-14 |
| Copying the Buttons | 12-16 |
| Altering the Text | 12-16 |
| Testing the Buttons..... | 12-17 |
| Using Prepared Buttons..... | 12-17 |
| Flash Assignment 12 | 12-19 |

Chapter 13: Publishing Animations

| | |
|------------------------|------|
| Simple Publishing..... | 13-1 |
| Publish Settings..... | 13-2 |
| Document Size | 13-4 |

Flash Project 1

| | |
|---------------|------|
| iSounds | P1-1 |
|---------------|------|

Module 2 Contents

Chapter 14: Using Masks

| | |
|--|--------------|
| Creating a Mask over a Background..... | 14-1 |
| Creating the Background Layer | 14-1 |
| Inserting the Mask Layer..... | 14-2 |
| Creating the Mask..... | 14-3 |
| Background Colours | 14-4 |
| Editing the Mask..... | 14-5 |
| Animating Masks | 14-6 |
| Movie Clip Masks..... | 14-9 |
| Importing the Image | 14-9 |
| Creating the Movie Clip Symbol..... | 14-10 |
| Animating the Movie Clip | 14-12 |
| Adjusting the Motion Path | 14-13 |
| Exercise 14-1 | 14-15 |
| Flash Assignment 14 | 14-16 |

Chapter 15: Using the 3D Tools

| | |
|--|-------|
| The 3D Rotation Tool..... | 15-1 |
| Creating the Movie Clip..... | 15-1 |
| Selecting the 3D Rotation Tool | 15-2 |
| Rotating the Object..... | 15-3 |
| Adjusting the Perspective..... | 15-4 |
| Adjusting the Vanishing Point..... | 15-4 |
| Moving the Rotation Point..... | 15-5 |
| Using the 3D Rotation Tool in Animations | 15-6 |
| The 3D Translation Tool | 15-7 |
| Creating the Movie Clip Symbol..... | 15-7 |
| Applying the 3D Translation..... | 15-8 |
| Movie Credits | 15-10 |
| Creating the Movie Clip..... | 15-10 |
| Animating the Text..... | 15-12 |

| | |
|--|--------------|
| Applying 3D Effects on Images..... | 15-15 |
| Importing the Image | 15-15 |
| Converting the Image to a Movie Clip Symbol..... | 15-15 |
| Animating the Globe..... | 15-16 |
| Adding Some Rotations | 15-18 |
| Flash Assignment 15 | 15-20 |

Chapter 16: Using Behaviours

| | |
|--|--------------|
| Loading the Prepared File | 16-1 |
| Looking at the Animation | 16-1 |
| Stopping the Animation | 16-2 |
| Setting an Invisible Button..... | 16-3 |
| Setting the Behaviour..... | 16-5 |
| Adding Sound to the Animation..... | 16-7 |
| Naming the Sound..... | 16-7 |
| Setting the Behaviour..... | 16-8 |
| Modifying Behaviours | 16-9 |
| Deleting Behaviours | 16-10 |
| Adding a Sound to the Invisible Button | 16-10 |
| Flash Assignment 16 | 16-12 |

Chapter 17: Animating Still Photos

| | |
|---|--------------|
| Loading the Prepared File | 17-1 |
| Breaking the Photo Apart..... | 17-1 |
| Separating the Head | 17-2 |
| Converting the Head to a Symbol..... | 17-4 |
| Animating the Head | 17-6 |
| Setting the Frames | 17-6 |
| Setting the Head's Left Position..... | 17-6 |
| Setting the Head's Right Position | 17-7 |
| Returning the Head to its Start Position..... | 17-8 |
| Wagging the Tail..... | 17-9 |
| Erasing the Tail..... | 17-9 |
| Creating the Tail Layer | 17-10 |
| Converting the Tail to a Symbol..... | 17-10 |
| Animating the Tail..... | 17-12 |
| Flash Assignment 17 | 17-14 |

Chapter 18: Using the Bone Tool

| | |
|---|--------------|
| The Bone Tool Basics | 18-1 |
| Drawing the Shape | 18-1 |
| Applying the Bone Tool | 18-2 |
| Using the Bone Links..... | 18-3 |
| The Pin Option | 18-4 |
| Controlling Bone Movements | 18-5 |
| Constraining Movements and Rotations..... | 18-7 |
| Bone Styles..... | 18-8 |
| Runtime | 18-9 |
| Animating Imported Images..... | 18-10 |
| Loading the Prepared File | 18-10 |
| Separating the Biceps | 18-10 |
| Separating the Forearm | 18-13 |
| Separating the Hand..... | 18-14 |
| Applying the Bone Tool | 18-16 |
| Creating the Animation..... | 18-17 |
| Animating Drawn Shapes..... | 18-20 |
| Drawing the Shape | 18-20 |
| Setting the Bone Structure..... | 18-20 |
| Animating the figure | 18-22 |
| The Spring Effect..... | 18-23 |
| Loading the Image | 18-23 |
| Applying the Bone Tool | 18-24 |
| Animating the Pin..... | 18-25 |
| Applying the Sprint Effect | 18-26 |
| Flash Assignment 18 | 18-27 |

Chapter 19: Adding Sounds to Animations

| | |
|--------------------------------------|--------------|
| Loading an Animation and Sound | 19-1 |
| Adding Sounds to the Timeline | 19-1 |
| Synchronising Sounds | 19-3 |
| Event..... | 19-3 |
| Stream | 19-4 |
| Stop..... | 19-7 |
| Sound Effects..... | 19-7 |
| Removing the Extra Sounds..... | 19-7 |
| Using the Fade in Effect..... | 19-8 |
| Editing Sound Effects | 19-9 |
| Adding Sounds to Buttons | 19-11 |
| Placing the Button on the Stage..... | 19-11 |
| Adding the Sound to the Library..... | 19-12 |
| Adding the Sound to the Button..... | 19-12 |
| Sample Sounds | 19-14 |
| Flash Assignment 19 | 19-15 |

Chapter 20: Code Snippets

| | |
|---|--------------|
| Loading a Prepared Symbol..... | 20-1 |
| Checking the Flash Settings..... | 20-1 |
| Naming the Movie Clip | 20-2 |
| Controlling Objects With the Arrow keys | 20-2 |
| Moving Objects With the Mouse | 20-4 |
| Opening Web Sites | 20-6 |
| Fading an Object..... | 20-7 |
| Multiple Code Snippets..... | 20-9 |
| Flash Assignment 20 | 20-11 |

Chapter 21: Text Formatting

| | |
|----------------------------------|--------------|
| The Text Layout Framework | 21-1 |
| Selectable Text..... | 21-3 |
| Linked Text | 21-5 |
| Paragraph Formatting | 21-7 |
| Loading the Prepared File..... | 21-7 |
| Text Alignments..... | 21-7 |
| Paragraph Spacing..... | 21-8 |
| Placing Text into Columns..... | 21-9 |
| Linking Text Boxes | 21-11 |
| Loading the Prepared File..... | 21-11 |
| Linking the Text..... | 21-12 |
| Adding an Animated Message..... | 21-15 |
| Flash Assignment 21 | 21-18 |

Chapter 22: Text Effects

| | |
|-----------------------------------|--------------|
| Animating Letters | 22-1 |
| Breaking the Text Apart..... | 22-1 |
| Converting to a Guide Layer | 22-3 |
| Adding frames to the Layers..... | 22-4 |
| Adding the Guide Lines | 22-5 |
| Animating the Letters | 22-5 |
| Exercise 22-1 | 22-7 |
| Converting Text into Shapes | 22-8 |
| Breaking Text Apart Twice | 22-8 |
| Creating the Shape Tween..... | 22-9 |
| Some Other Text Effects | 22-11 |
| Reversing Frames..... | 22-12 |
| Flash Assignment 22 | 22-13 |

Chapter 23: Text Effect Movie Clips

| | |
|---|--------------|
| Creating the Movie Clip Symbol..... | 23-1 |
| Entering the Text..... | 23-1 |
| Adding Keyframes | 23-3 |
| Animating the Letters | 23-4 |
| Keeping the Letters on the Screen | 23-6 |
| Looking at the Animation..... | 23-7 |
| Using the Movie Clip | 23-9 |
| Editing Movie Clips..... | 23-11 |
| Flash Assignment 23 | 23-14 |

Chapter 24: Creating Scenes

| | |
|---------------------------------------|--------------|
| Loading the Prepared File..... | 24-1 |
| The Introduction Scene | 24-2 |
| Creating the Animation..... | 24-2 |
| Naming the Scene..... | 24-5 |
| The Apes Scene | 24-6 |
| Creating a New Scene | 24-6 |
| Adding a Background | 24-7 |
| Inserting the Gorilla..... | 24-8 |
| The Orangutan Layer | 24-9 |
| Looking at the Animation So Far | 24-11 |
| The Big Cats Scene | 24-11 |
| Changing the Order of Scenes | 24-12 |
| Duplicating Scenes | 24-13 |
| Stopping the Animation | 24-14 |
| Flash Assignment 24 | 24-15 |

Chapter 25: Publishing For Mobile Devices

| | |
|--|--------------|
| Publishing a Flash File | 25-1 |
| Loading the File | 25-1 |
| Publishing the File for a Mobile Device..... | 25-2 |
| Creating a Mobile Application..... | 25-4 |
| Loading the Prepared File..... | 25-4 |
| The Ball Symbol | 25-5 |
| Setting the Drag Code | 25-5 |
| Setting the Orientation..... | 25-7 |
| Testing the Application | 25-8 |
| Publishing the Mobile App..... | 25-9 |
| Looking at Other Mobile Operations..... | 25-10 |
| The Swipe Action..... | 25-10 |
| The Accelerometer File..... | 25-13 |
| Flash Assignment 25 | 25-15 |

Chapter 26: Useful Tools

| | |
|--------------------------------|-------|
| Converting Video Clips..... | 26-1 |
| Importing the Video Clip. | 26-1 |
| Saving the File | 26-2 |
| Importing the Video Clip..... | 26-3 |
| Selecting the Video..... | 26-3 |
| Selecting the Skinning | 26-4 |
| Playing the Video Clip..... | 26-5 |
| Adding Cue Points | 26-6 |
| The Deco Tool..... | 26-7 |
| Creating Buildings | 26-7 |
| Drawing Trees | 26-9 |
| The Lightning Brush | 26-9 |
| Animation Effects | 26-10 |
| The Spray Brush Tool..... | 26-12 |

| | |
|---|--------------|
| The Pen Tool..... | 26-13 |
| Drawing Straight Lines..... | 26-13 |
| Creating Curved Lines..... | 26-15 |
| Combining Curved and Straight Lines | 26-17 |
| Adding Anchor Points | 26-19 |
| Deleting Anchor Points | 26-20 |
| Preset Animations..... | 26-21 |
| Creating the Object..... | 26-21 |
| Applying a Motion Preset | 26-22 |
| Saving a Motion Preset..... | 26-23 |
| Flash Assignment 25 | 26-25 |

Flash Project 2

| | |
|-----------------------|------|
| Alby's AutoBarn | P2-1 |
|-----------------------|------|